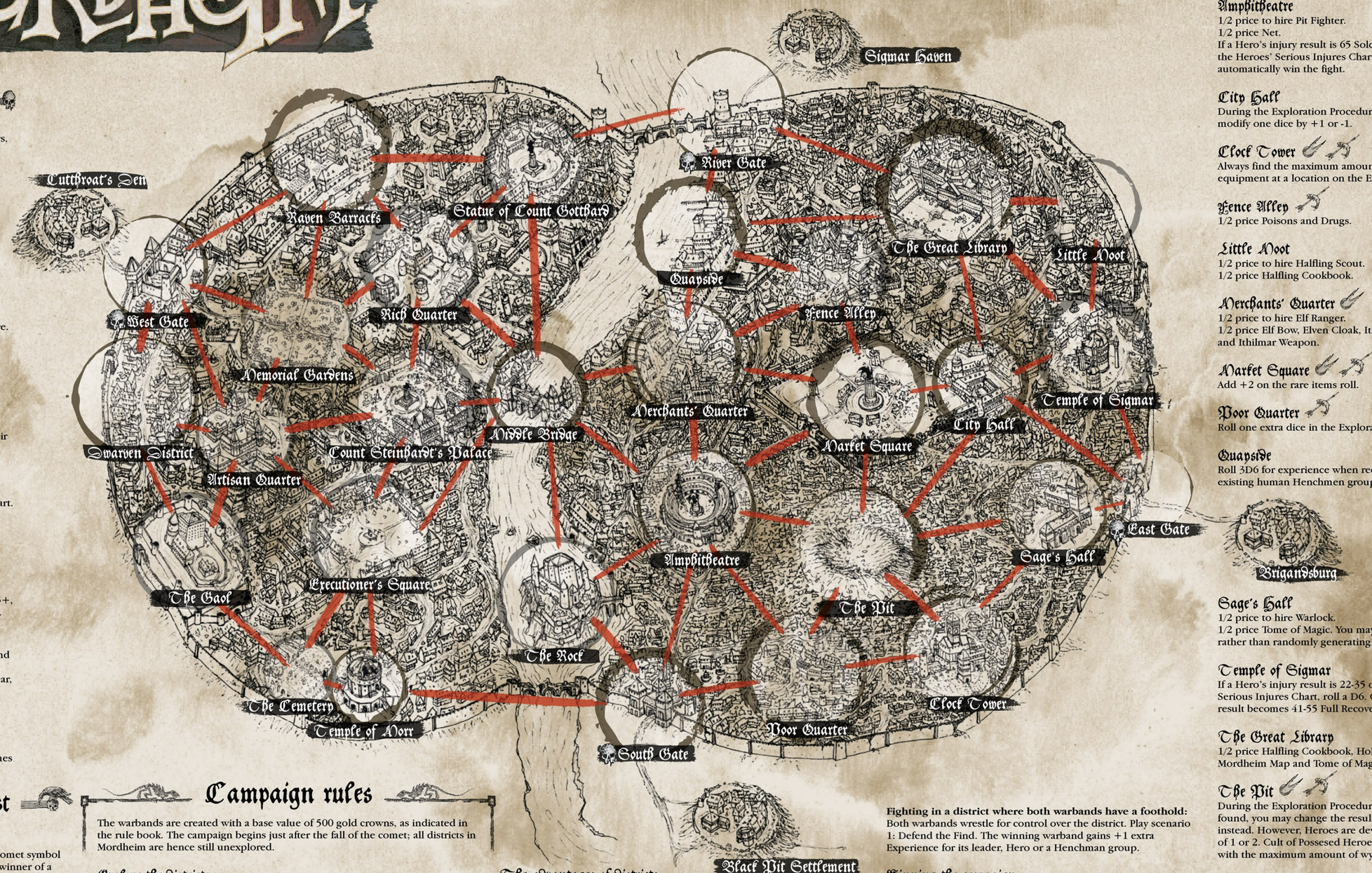
Mordheim



The West

Artisan Quarter
1/2 price Cathayan Silk Clothes, Hunting Arrows, Lantern, Net, Rope & Hook, Superior Black Powder.

Count Steinhardt's Palace
1/2 price to hire Freelancer.
1/2 price Horse, Warhorse and Wardog.

Dwarven District
1/2 price to hire Dwarf Troll Slayer.
1/2 price Bugman's Ale, Gromril Armour and Gromril Weapons.

Executioner's Square
Roll one extra dice in the Exploration Procedure.

Memorial Gardens
Roll 3D6 for experience when recruiting for existing, non-human, Henchmen groups.

Raven Barracks
1/2 price to hire Ogre Bodyguard.
You can resell your weapons and armour at their purchase price.

Rich Quarter
Always find the maximum amount of gold or equipment at a location on the Exploration Chart.

Statue of Count Gotthard
The warband's leader gains +1 Ld.

Temple of Morr
If a Hero's injury result is 11-15 Dead on the Heroes' Serious Injures Chart, roll a D6. On a 5+, the result becomes 41-55 Full Recovery instead.

The Cemetery
Undead warband: Zombies cost 10 gc to hire and Ghouls cost 30 gc to hire.
Other warbands: The warband is immune to Fear, and Terror is treated as Fear.

The Gaol
1/2 price to hire Gaoler.
If a Hero's injury result is 61 Captured on the Heroes' Serious Injures Chart, the result becomes 41-55 Full Recovery instead.

The East

Amphitheatre
1/2 price to hire Pit Fighter.
1/2 price Net.
If a Hero's injury result is 65 Sold To The Pits on the Heroes' Serious Injures Chart, they automatically win the fight.

City Hall
During the Exploration Procedure, you may modify one dice by +1 or -1.

Clock Tower
Always find the maximum amount of gold or equipment at a location on the Exploration Chart.

Fence Alley
1/2 price Poisons and Drugs.

Little Moot
1/2 price to hire Halfling Scout.
1/2 price Halfling Cookbook.

Merchants' Quarter
1/2 price to hire Elf Ranger.
1/2 price Elf Bow, Elven Cloak, Ithilmar Armour and Ithilmar Weapon.

Market Square
Add +2 on the rare items roll.

Poor Quarter
Roll one extra dice in the Exploration Procedure.

Quayside
Roll 3D6 for experience when recruiting for existing human Henchmen groups.

Sage's Hall
1/2 price to hire Warlock.
1/2 price Tome of Magic. You may choose a spell rather than randomly generating it.

Temple of Sigmar
If a Hero's injury result is 22-35 on the Heroes' Serious Injures Chart, roll a D6. On a 5+, the result becomes 41-55 Full Recovery instead.

The Great Library
1/2 price Halfling Cookbook, Holy Tome, Mordheim Map and Tome of Magic.

The Pit
During the Exploration Procedure, if a location is found, you may change the result to The Pit instead. However, Heroes are devoured on a roll of 1 or 2. Cult of Possessed Heroes always return with the maximum amount of wyrdstone shards.

The River

Middle Bridge
The warband that controls the bridge has installed a toll here. They gain 2D6 gc at the end of any game if another warband passes through this location to reach the battle.

The Rock
The Sisters of Sigmar wish to hide wydstone deep beneath Sigmar's Rock. When selling wydstone gain 20% more gold, always rounding down.

Point of Interest

Abundance of Wyrdstone
Districts which feature the twin-tailed comet symbol are particularly rich in wyrdstone. The winner of a battle taking place in one of these districts gains 1D3 additional wyrdstone shards.

Hard Fought District
Districts marked with the dead fish symbol are constantly fought over. Only the warband who controls those districts can gain the benefits from them. This does not affect Abundance of Wyrdstone.

The Gates of Mordheim
1/2 price to hire Luthor Wolfenbaum. A hero sent to look for Luthor automatically finds him.
The four gates are the entrances to Mordheim, marked on the map with a skull. Players who do not have a foothold at a gate and wish to battle in another district via that gate have to pay 5 gc before the game begins.

Campaign rules

The warbands are created with a base value of 500 gold crowns, as indicated in the rule book. The campaign begins just after the fall of the comet; all districts in Mordheim are hence still unexplored.

Explore the Districts
Each battle takes place in one of the districts of Mordheim, circled on the map. At the start of the battle, the warbands arrive from surrounding encampments, entering via one of The Gates of Mordheim (see Point of Interest). New players starting their first game must battle at one of the gates, with the new player deciding which gate. If both players are playing their first game, roll off to decide.

Subsequent battles can only take place in a district that can be reached by at least one of the warbands. This warband must be able to connect a path from any gate to the district the battle is in via the districts they have already explored.

Opponents should agree on which district to battle over. If they cannot, they should each propose one district which they can reach and roll off. Players can determine the location ahead of time, so any thematic terrain can be arranged.

Players who have fought in a district are considered to have explored that district and can now reach its neighbouring districts. Mark the map to show which warbands have explored which district.

The advantages of Districts
A warband which wins a battle in a district gains a foothold in that district, with the defeated warband losing its foothold if it has one. Make a note on the map or legend for all to see. While only one warband has a foothold in a district they are also considered to control it.

Warbands who have a foothold in a district gain the benefits and advantages of that district as noted in the legend; some are specific to the controlling warband only (see Hard fought district). When applying a half price bonus always round down; you still need to roll for rare items' availability.

As warbands vie for control over a district, the following rules apply:

Fighting in a district where one participating warband controls it:
A warband attempts to sieze control of the district from another warband. Play scenario 9: Surprise Attack. The defender is the warband currently controlling the district. If the defender wins, the leader gains +1 Ld for all battles that occur in that district.

Fighting in a district where both warbands have a foothold:
Both warbands wrestle for control over the district. Play scenario 1: Defend the Find. The winning warband gains +1 extra Experience for its leader, Hero or a Henchman group.

Winning the campaign
Before the start of the campaign, participating players or a Games Master should determine the winning objectives, campaign length, and which optional rules from the rule book to use.

The campaign's length could be a fixed number of months, or limited to a certain amount of games per player. Alternatively, the campaign could end once one warband achieves a set objective, such as reaching a particular warband rating, gaining control over a number of districts, or collecting a certain amount of Wydstone.

Players are encouraged to come up with a narrative behind their warband achieving this objective and what will happen once they do, playing suitable scenarios both during and at the climax of the campaign.

A mighty map of horror and adventure: 2020 design and words by Philip Spence, translation by Roland Wenskus, special help from Daniel Särnblom, Giuseppe Chiafele, Maxine Howells and Tuomas Pirinen. Based on the campaign by Chrismish 2010 (laelith.fr). Map Illustrated by Nuala Kennedy. Mordheim © Games Workshop Limited, All Rights Reserved.